

SUPERLITE: THE VILLAIN MACHINE

Need a bad guy fast and have run out of ideas? Below, you'll find a step-by-step series of tables enabling you to randomly generate a near-infinite variety of dastardly villains. Cosmically-powered gorillas, mad scientist robot ninjas, cackling megalomaniacs—it's all here.

The true purpose of The Villain Machine, however, is to break through writer's block. If a roll comes up with something odd or ungameable, feel free to fudge it—much like a diviner reading tea leaves to learn of the future, think of this as a guide, a way to break yourself out of your usual habits. If you get to the end of the process, have a fleshed out villain...but find all but a few details boring, then take the bits you like and cut the boring stuff out.

In other words, feel free to override or fudge any roll if you have an idea that would work better. I'd recommend, however, that you develop a taste for randomness—sticking through a small amount of insanity until you get to the end is a good habit to get into. It can unveil surprising details you wouldn't normally consider and truly enable you to get the drop on those quivering wretches you call player characters.

KIND OF BAD GUY

What is the villain's general approach to crime?

Roll d20

- 1 – 4 **Boss.** Uses helpers to achieve his goals. The helpers will either be (**d6**: 1-2 very weak—almost normal human level, 3-4 several lesser super villains, again in the same theme as the villain or 5-6 be reasonably powerful super villains). Villain is typically charismatic, organized and has good planning skills.
- 5 – 8 **Brute.** The fastest way to any goal is a straight line, littered with rubble.
- 9 – 11 **Planner.** Cerebral, convoluted plans, always with a twist. Tends to recruit other super villains to help out, otherwise uses hired thugs. (**d6**: 1-4: Has 1d6 super villains on his side, 5-6 3d6 hired thugs).
- 12 – 13 **Scientist.** Success through the miracles of science! Scientist's powers are much more likely to come from gadgets (1-4 instead of 1-2 out of d6). Scientists also often have minions (**d8**: 1-2 Robots, lots of them, 3-4 One or two powerful robots, 5 at least one powerful Frankenstein-type monster, 6-8 No helpers).
- 14 – 15 **Sneak.** The best way to succeed is to not get caught—this type of villain is elusive and tricky.
- 16 – 19 **Underhanded.** Fights dirty. Hostages, blackmail, anything goes.
- 20 **Disguised.** Roll twice—seems like the first one, but is actually the second type rolled.

POWER SET

What kind of powers does the villain have?

Roll d20

- 1 – 2 **Animal-Themed Powers (d8**: 1 Lizard or Crocodile, 2 Shark, 3 Bat, 4 Scorpion, 5 Bird Of Prey, 6 Wolf, 7 Cat or Lion, 8 Has access to the entire animal kingdom's powers)
- 3 **Disaster-Themed Powers (d10**: 1 Floods, 2 Quakes, 3 Meteor Showers, 4 Fire, 5 Plague, 6 Storms, 7 Blizzards, 8 Tornadoes/High Winds, 9 Sand Storms, 10 Every kind of disaster)
- 4 – 6 **Control/Manipulation**

d100	Type
1-5	Air
6-10	Earth
11-15	Fire
16-20	Water

21-25	Ice
26-30	All Classical Elements (e.g. Earth, Air, Fire and Water)
31-35	Continuum Control (d6 : 1-2 Time, 3-4 Space, 5-6 Both)
36-40	Darkness/Shadow
41-45	Electricity
46-50	Emotions (d6 : 1-2 Fear, 3-4 Love, 5-6 Any of them)
51-55	Gravity
56-60	Light
61-65	Luck Manipulation (d6 : 1-2 Bad Luck, 3-4 Good Luck, 5-6 Controls The Laws of Probability)
66-70	Magnetism
71-75	Plants
76-80	Radiation
81-85	Technology (d6 : 1-2 Computers only, 3-4 Machines, 5-6 All technology)
86-90	Weather Manipulation
91-100	Roll Twice

- 7 **Evil Genius.** The villain has a towering intellect—set his Intelligence at 30, at the very minimum. Roll one more time on the table to give him a power set. He will most likely have skill bonuses in all things related to this power set, to reflect his life's work and aptitudes.
- 8 **Evil God.** If you don't have any evil or trickster gods in your campaign, such as Loki, Hades, Ares, Shiva and so on, now you do. Pick one that's not being used and introduce it.
- 9 **Gadgets, and lots of them (d6: 1-2 Magic, 3-6 Technology).** Usually strongly themed. For the type of gadgets available to the villain at any given time, **Roll d6:** 1-2 Roll once on this table, 3-4 roll twice on this table, 5-6 roll twice on supplemental powers, ignoring results of "none". This villain has a vast array of equipment available—the next time he's encountered, he may have different gadgets available to him.
- 10 **Magic (d6: 1 Alchemy, 2 Summoning, 3 Transmutation, 4 Voodoo, 5 Witchcraft, 6 No Specific Theme).** **Roll another d6,** on 1-2, it's not magic—it's scientific trickery.
- 11 **No Powers At All** – the villain is abnormally skillful at something. **Roll d8:** 1-2 Spy Stuff, 3 Robotics, 4 Invention, 5-6 Crime, 7-8 Martial Arts). In cases like Martial Arts, the villain may have mystical abilities (1d3 specific ones, perhaps) in addition to their skill bonuses. With other areas of skill, the villain may have a similar number of gadgets.
- 12 **Power Armor.** This power is automatically a gadget. You can go with the classic Iron Man-style power set, or roll again and use that as the power armor's theme. Power armor will also almost always have a defensive power, like Body Armor or a personal Force Field, although usually at a lower rank than the main power.
- 13 **Psychic Powers (d6: 1-2 Mind Control, 3-4 Illusions, 5-6 Telekinesis)**
- 14 **Shapeshifting (d6: 1-4 limited category—e.g., animals only, 5-6 into anything)**
- 15 **Sonic Powers**
- 16 – 17 **Super Strong**
- 18 **Super Fast**
- 19 **Weapon Master**—the villain is not only highly skilled with a certain type of weapons, but also either (**Roll d6**) 1-3 carries around a small arsenal or 4-6 carries around one exceptionally powerful weapon. For type, **roll d8:** 1 Guns, 2 Martial arts weapons, 3 Improvised weapons such as chairs or cards, 4 Medieval weapons, 5 Bows or Crossbows, 6 Whips, 7 Swords, 8 Strongly-themed—flip through a dictionary until something interesting strikes you and base all weapons attacks on that theme.
- 20 **Roll Twice**

Gadgets: Roll 1d6, on 1-2 out of 6, all (or at least some of the) powers are gadgets. This step is optional if you already have an idea of what kinds of things the villain does.

SUPPLEMENTAL POWERS

These powers are more limited than the villain's main power set. They're usually specific powers, not broad, and they tend to be at a lower power rank than the main powers. If there's overlap, or you just flat out don't like the result, treat as a result of "none" or reroll.

Supplemental Powers are more likely to be Gadgets: **Roll d6**—each power is a gadget on a result of 1-3.

Roll d20

- 1 – 6 **None**
- 7 **Agile**
- 8 **Body Armor**
- 9 **Can Read Minds**
- 10 **Can Stick To Walls**
- 11 **Energy Blast/Other Ranged Attack**
- 12 **Flight**
- 13 **Invulnerability**
- 14 **Melee Weapons (claws or fangs, a sword if it's a gadget, etc)**
- 15 **Regeneration**
- 16 **Skilled**
- 17 **Strong**
- 18 **Summon Helpers (d8: 1 ninjas, 2 mercenaries, 3 pirates, 4 thugs, 5 robots, 6 zombies, 7 dinosaurs, 8 aliens, or just choose an appropriate type that's in line with the theme of the villain's main power set)**
- 19 **Teleportation**
- 20 **Roll Twice**

POWER LEVELS

Compare the results from below to the campaign's power level. If the campaign's power level gives, for example, 2 broad powers at Monstrous and the villain's higher than the group average, then give him a couple of Unearthly broad powers, or perhaps one Shift-X. If he's supposed to be weaker, give him an appropriate number of Amazing or Incredible powers.

If there aren't that many players in the group, it's a good idea to adjust villain power levels down a bit from here. If there are a lot of players, adjust power levels up or have the villains team up. The villain's experience levels will typically keep the same pattern, but you can roll separately, if desired.

Roll d20

- 1 – 5 Lower than the group average
- 6 – 12 Group average
- 13 – 18 Higher than the group average
- 19 – 20 Vastly higher

PERSONALITY TYPE – GOALS

What's the villain's motivation?

Roll d20

- 1 – 2 **Collector.** Obsessed with one type of object or a given type of crime. If you don't have any inspiration, randomly flipping through a dictionary might be a good start.
- 3 **Disguised.** Roll twice—seems like the first result, but is actually the second result.
- 4 **Hero In Disguise.** Roll again, but he's actually a good guy. Either **(d6):** 1-3 Can be convinced into reforming his ways or 4-6 actually is a hero, but is undercover while working on a mission.
- 5 – 6 **Irrational/Insane**
- 7 – 8 **Love of money**
- 9 – 11 **Lust for power**
- 12 – 13 **Nihilist**
- 14 – 16 **Patriotism/Dedication to a cause**
- 17 – 19 **Pure, cackling evil**
- 20 **Revenge (d6: 1-2 One of the Heroes, 3-4 An Important NPC, 5-6 The World In General)**

PERSONALITY TYPE – Demeanor.

How does the villain come across in person? How does he behave?

Roll d20

- 1 **Accident-prone**
- 2 **Aloof**
- 3 **Brash and Arrogant**
- 4 **Charming and Flamboyant**
- 5 **Child-like**
- 6 **Cynical**
- 7 **Eloquent**
- 8 **Evil**
- 9 **Full of Rage**
- 10 **Naive**
- 11 **Nervous/Edgy**
- 12 **Preachy**
- 13 **Professional**
- 14 **Quiet**
- 15 **Sinister**
- 16 **Sneering**
- 17 **Sophisticated**
- 18 **Thrill Seeker**
- 19 **Verbose**
- 20 **Wild Mood Swings**

QUIRKS

Random last details to flesh out the villain.

Roll d20

- 1 – 5 **No quirks**
- 6 **Abnormal Size. Roll d6:** 1 Doll-sized, 2-3 Child-sized, 4-5 Twice the size of a normal human, 6 the size of a truck.
- 7 **Alien**
- 8 **Alternate universe version of a similar-themed hero**
- 9 **Animal Companion**, usually something like a bear, a hawk or a trained gorilla.
- 10 **Ape.** Villain has increased strength. Intelligence, speaking ability and other traits unaffected.
- 11 **Foreign, Hostile Power.** Communists are the classic example.
- 12 **Foreign, not from a hostile power.**
- 13 **Ghost or otherwise undead**
- 14 **Mad/Insane**
- 15 **Ninja**
- 16 **Obsessed with one type of thing**—as with the Collect motivation, flipping through a dictionary would be a good start for ideas.
- 17 **Rich**
- 18 **Robot.** Villain has increased strength, some level of body armor, other traits usually unaffected. Has a marked tendency to talk like a robot ("Query: What is this thing called 'love'?")
- 19 **Sidekick/Lackey.** Roll as a lesser villain. Usually comic relief—in any case, in no way should a sidekick or lackey be cooler than the main villain.
- 20 **Roll twice**

NAME

Roll d6:

- 1 – 2 **The name is a play on the villain's powers.** For example, a magnetic controller with wild mood swings named "Bipolar Disorder".
- 3 – 4 **The name is a play on the villain's goals**, such as a diamond-obsessed thief named "Blood Diamond".
- 5 – 6 **Roll d20 once for each column on the table below**, arranging the results in a way that sounds good. Reroll or replace with a cooler word if a result still sounds bad.

Roll	Adjective	Noun
1	Baron/Baroness	A deadly animal such as a wolf or a shark
2	Bishop	Anarchy
3	(The) Black	Blood
4	Brother/Sister	Bloodshed
5	Count	Carnage
6	(The) Crimson	Chaos
7	Doctor	Claw
8	The Dread(ed)	Death

9	Father/Mother	Destruction
10	General	Disaster
11	Lord/Lady	Discord
12	King/Queen	Doom
13	Major	Evil
14	Mister/Mistress	Fang
15	Professor	Name of a disease (such as Anthrax or simply "Plague")
16	(The) Red	Scare
17	The Sinister	Pain
18	The Skulking	Skull
19	Roll again on this column and use the result as a noun (don't roll on the next column)	Terror
20	No adjective	War